

ABSTRACT

Apparatus and methods are provided for playing a collectable trading game having turn based
5 combat role playing and skill game features. In exemplary embodiments of the present
invention, a game apparatus includes Stickards, Pods, an Info Station, a Collector's Poster, a
Pod Chamber, at least one Pod Launch pad, a Battle Barrier or a Game Board, Big Rules,
Mini Rules, and a Carrier/Dispenser/Magnifier. In exemplary embodiments of the present
invention Pods are small customized cubes which can be rolled around and launched at each
10 other in accordance with various defined methods of game play. In exemplary embodiments
of the present invention Pods can be stored in a Pod Chamber and launched via a Pod Launch
Pad, and various levels of complexity of gaming rules can be user defined for each gaming
session.